

ACTIVISION

INSTRUCTION BOOKLET



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

AWARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an
 epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions Altered vision Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

AWARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- · Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

AWARNING - Electric Shock

To avoid electric shock when you use this system:

- · Use only the AC adapter that comes with your system.
- . Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
 Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

ACAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

ACAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®



THIS GAME SUPPORTS
GAME PLAY USING ONE
PLAYER AND CONTROLLER.



THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.



THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.



THIS PRODUCT HAS BEEN RATED BYTHE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB ATING, ORTO COMMENT ABOUTTHE APPROPRIATENESS OF THE RATING, PLEASE CONTACTTHE ESRB AT 1800-771-272, OR VISIT WWW.ESRB.ORG.

VIOLENCE



CONTENTS

Game Controls
Quick Start 2
Welcome to Hong Kong
How to Play
Vehicle Selection
The Game Screen 4
Bonus Missions, Cheats and Cars 5
Sub-Missions
Bonus Missions 5
Game Cheats 6
Cars
Two Player Missions
Game Options
Load Game
Save Game
Replay
Music Volume
SFX Volume
Rumble Feature 7
Hints and Tips
Credits
Customer Support
Software License Agreement

GAME CONTROLS

Menus and Settings

Select Menu Option:

+ Control Pad or Control Stick

Accept Menu Selection:

A Button

Cancel Menu Selection-

B Button

Car and In Game

Steer:

Control Stick

Accelerate:

A Button

Brake and Reverse:

B Button

Handbrake:

Y Button

Powerslide/180 turn:

B Button + A Button

Rocket Launch :

L Button

Adrenaline Boost :

R Button

Tanda Camana Manu

7 Dullian

Toggle Camera View:

Z Button

Pause Game:

START/PAUSE

QUICK START

I know, I know... you coughed up your cash and you don't want to read the manual, you just want to get in the car and start tearing up the streets. We can't blame you. So here's the fastest way onto the streets of Hong Kong.

Assuming you've already got the game loaded, you'll see the title screen. Follow these steps:

- 1. Choose New Game.
- On the Scenario Select screen, choose either Dragon Adventure or Spy Story.
- Select the appropriate Mission and Difficulty Level.
- 4. Select your Vehicle.

Note: To select an option, use the **A** Button. To cancel, use the **B** Button.



WELCOME TO HONG KONG

Welcome to Hong Kong. Mystery and intrigue; money and power; East and West: Hong Kong has it all. Being one of the most prominent cities in all of Asia, and not without reason, this island country is just bustling with energy and vitality. Stroll along Victoria Harbour or take a refreshing ride on the enchanting above-ground street cars and really soak up the sights, sounds and attitude that make Hong Kong stand alone. Feel a little hungry? Try the mango pudding and dim sum: they may convince you to stay for good!

The Yakuza are loose on the streets and out of control. The good honest citizens of Hong Kong are being terrorized and the police department seems incapable of controlling the Yakuza. Public safety is at an all-time low. SOMEONE needs to do SOMETHING!

You're on the scene to answer the call of the city and stop the madness! Take the role of the elite police unit the Flying Dragons or as a couple of Spies hired to beat the Yakuza and to take down Tiger Takagi—the head of the Hong Kong Yakuza.

HOW TO PLAY

Put simply, get in a vehicle and FLOOR IT!

Choose one of the two scenarios and pick one of the available missions. Each mission objective is explained before you go on to pick your vehicle. Before some of the missions, you'll see a short scene explaining the situation. Then, as the mission starts, you'll be given instructions about what needs to be accomplished. Complete each main objective successfully and you'll move on to the next set of missions.



Vehicle Selection

Once you've selected a mission, you get to choose which vehicle you'd like to trash, I mean use. Use the

+ Control Pad to choose the vehicle and then press the A Button to select it. To begin with, each of the scenarios has three different vehicles, more vehicles will unlock as you complete missions. But beware, not all vehicles are suitable for all missions.



THE GAME SCREEN



Time Remaining: Finish the level before this counter reaches zero.

Map: Shows the area around your car. The blue arrow in the center of the map indicates your car and the direction you're travelling. The red dots show the enemy cars. As you approach an enemy or target area, the map will zoom in. Remember, there is more than one way to get from point A to point B, and time is precious.

Player's Car: Your car, amusingly enough.

Enemy Car: One of the many enemy cars that need to be taken out.

Speed: Shows your current speed.

Time Taken: The time taken so far on this mission.

Target Direction: Shows the direction of the enemy or goal.

Note: This shows the direct route (as a crow flies). It will NOT guide you around the streets.

Damage Meter: Objective's remaining energy.

Rockets: Shows how many rockets you have left.

Adrenaline Boost: Shows your number of remaining adrenaline boosts.

BONUS MISSIONS, CHEATS AND CARS

Sub-Missions

As well as the main objective, each mission has a smaller sub-mission. These are small tasks that can be completed as you try to finish your main objectives. Completing the sub-missions successfully will help you unlock the extra features that are locked when you first begin to play.



Failing to complete a sub-mission will NOT hinder your progress through the main game, so don't worry!

Before you play each mission, pay careful attention to see what the current **SUB-MISSION** is. You will see the description written below the main mission description.

At the end of the mission you will be given a GOLD, SILVER or BRONZE award.

Gold: Achieved by completing both the MISSION and SUB-MISSION fully.

Silver: Achieved by completing the MISSION and doing well at SUB-MISSION.

Bronze: Achieved by only completing the MISSION.

A medal on the mission select screen will show how you have scored for each mission.

Bonus Missions

Lucky old you. Not only do you have 20 missions in which to cause maximum chaos, we have also included 20 bonus missions guaranteed to produce even more mayhem! Each mission has its own bonus mission, which once unlocked, can be completed at anytime. To select a bonus mission, go to your scenario of choice and highlight a bonus mission from the Your Missions screen. The objectives of each bonus are explained on this screen. The further you progress in the game, the more bonus missions you'll unlock. The more bonuses you complete, the greater the number of cheats you can activate. Well... what are you waiting for?

Game Cheats

More mayhem? Surely not. These cheats enhance and alter your gameplay experience.

Use the Game Cheats screen to activate your desired cheat. The cheat will be active on the next missions you play. If you want to disable cheats or change your selection, come back to this menu.



Cars

Extra vehicular mayhem! There are 19 extra BONUS CARS for you to unlock. Once activated, they can be selected on the Choose Your Vehicle screen and used for just about any mission! Unlocking them is easy, highlight the car and read the details. Don't forget to save, or your extra vehicles will be lost.

TWO PLAYER MISSIONS

This is not your ordinary split screen mode, it's a whole new way of playing two player driving games. The major and obvious difference is that BOTH players are on the same screen at all times. Try it and see.

During the game, one player will control the "chasing" car. This is the car closest to the camera.

and will look the largest. Generally this will be PLAYER 1.

The other player will control the car being "chased." This is the car slightly further away from the camera and slightly smaller. Generally this is **PLAYER 2**.

Some more advanced two player missions have the chasing roles reversed as you play!!!

There are seven different two player games to choose from. Once you have chosen the style of game, then choose from four different starting locations each with different traffic levels. Then both players can choose their cars.



GAME OPTIONS

This menu gives you access to the load and save areas, as well as the game settings and Replay.

Load Game

From here you can load a previously saved game without returning to the title screen. To load a game, follow the on-screen prompts. Once loaded, you will return to the Game Options menu.



Save Game

As well as saving at the end of the mission, you can save from this menu. Saving will store your current game status that includes:

- · Mission progress.
- · Unlocked vehicles
- · Unlocked and selected cheats.
- . Current replay for the last mission that was played.
- · All audio options.

Use the on-screen prompts to guide you through the saving process.

Replay

Use this option to view your latest and greatest moments.

Music Volume

Use this to adjust the level of the music.

SFX Volume

Use this to adjust the level of the sound effects.

Rumble Feature

This option sets vibration ON and OFF.

HINTS AND TIPS

Not that you'll need any help...

The right car for the job: If you're having trouble, try changing your car. Some cars accelerate better, some are more maneuverable, some are smaller to squeeze through traffic, some are heavier and less affected by collisions, some are simply too big to fit in some places. It's up to you to choose the right vehicle for the job!

Use the map and the arrow: These will often show important information to help you complete your mission.

Use rockets, but carefully: Rockets are very powerful. They are good at taking out long range targets, but they take time to master. They're pretty useful at close range, too, and for clearing obstructive vehicles off the road!!

Get your adrenaline pumping: Use adrenaline boost in the busiest and tightest spots. It gives you heightened reactions to respond to the situation.

Shortcuts: The shortest route between A and B is a straight line, so take it! You'll never get ahead by only taking the easy way out. Use your keen wits and good sense of direction to find better routes through the city.

Environment: Be sure you use the environment to its full advantage. This means if you have to drive on the sidewalk, through parks, or over buildings, please do. You have a license to be reckless and also a job to do!

Taking 'Em Out: I'm not talking about lunch or dinner. Ram them off the road! Rear-end them at high speeds, smash into their sides, push them into oncoming traffic, or take them head-on! Any way you cut it, you gotta TAKE 'EM OUT!

Cheat: If at first you don't succeed, CHEAT! Unlocking the cheats will not only allow you to create more carnage on the streets of Hong Kong, but will also help in your missions. So don't forget to use cheats, you've earned them.

Note: Not all cheats can be used in the two player mode.

Negotiating the busy traffic: Especially on HARD setting, try to avoid the hotspots where you know traffic is busy, and of course...drive on the sidewalk!!!

CREDITS

Activision Studios
Head of Studio/Producer/
Programming
Tom Heath

Senior Programmers Stephen Harding

Gary Vine

Programming Simon Franco Norman Liu

Art Director Jason Millson

Graphic Artists Ed Niblett Kevin Wafer David Pinkney Doug McPherson Colin Wren

Associate Producer
Daniel Rose

Additional Production Juan Valdes Julie Man

VP, European Studios
Julian Lynn-Eyans

EVP, Worldwide Studios Larry Goldberg

> Studio Japan Takehisa Abe David Grijns Austin Keys Tad Horie

Special Thanks
Jenny Heath
Ko-Shuey Harding
Jackie Millson
Debbie Pickering
Mona Franco
Claire Burt
Becky Whitgrove

Activision US
Business Affairs
Phil Terzian
Michael Hand
David Kay

Koon Sang Liu

EVP, Global Brand Management Kathy Vrabeck

VP, Global Brand Management Will Kassoy

> Global Brand Manager Rachel Silverstein

Associate Brand Manager Byron Beede

Sr. Publicist, Corp. Communications Lisa Fields

Jr. Publicist, Corp. Communications Maclean Marshall

Activision UK
Senior VP European Publishing
Scott Dodkins

Director of Strategic Marketing Europe Roger Walkden

Marketing Manager Carolyn London

> Assistant Brand Manager Nerys Lukes

PR Manager ROE Suzanne Panter

PR Administrator Vicky Cayzer

Head of Publishing Services Nathalie Ranson

Localization Project Manager Tamsin Lucas

Creative Services Manager Jackie Sutton

Publishing Services Assistant Trevor Burrows

Creative Services
VP, Creative Services
Denise Walsh

Manager, Creative Services Jill Barry

Packaging Design Ignited Minds, LLC

Manual Design & Layout Ignited Minds, LLC

Activision Quality Assurance

Project Leads

Chad Fazzaro Frank So

Senior Project Lead Adam Hartsfield

QA Manager, Console Testing Joe Favazza

Floor Lead

Steve Peñate

Testers

Elvir Caranav **Hubert Cheng**

Allen Chiu

Paul Colbert

Alex Cortez

Trent Deike

Michael DeMarti

Joshua Feinman

David Hansen

John Macmillan

Chad Makings

Monster Middleton

Garrett Oshiro

John Phu

Kenneth J. Ruiz

Mike Wale

Terik Keller-Walker

QA Special Thanks

Jim Summers

Jason Wong

Tim Vanlaw

Nadine Theuzillot Marilena Rixford

Ed Clune

Ben DeGuzman Indra Gunawan

Marco Scataglini

Todd Komesu

Willie Bolton Chad Siedhoff

Jennifer Vitiello

Jeremy Gage

Nick Favazza

John Hong

Activision Customer Support

CS Manager

Bob McPherson

CS Escalation and Information Lead

Roh Lim

CS Phone Lead

Gary Bolduc

CS E-Mail Lead

Mike Hill

GameCube version by **Broadsword Interactive Limited**

Lead Programmers

Jim Finnis

John Jones-Steele

Physics Programmer

Richard Fabian

Programmers

Steve Rose Ian Gledhill

Art

Justin Slater

David Rowe

CUSTOMER SUPPORT

NOTE: Please do not contact Customer Support for hints/codes/cheats: only technical issues.

Internet/E-mail: http://www.activision.com/support

Our support section of the web has the most up-to-date information available. We update the support pages daily so please check here first for solutions.

E-Mail: support@activision.com

A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

NOTE: Internet/e-mail support is handled in English only.

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time), Monday through Friday, except holidays.

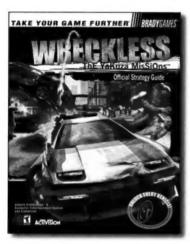
Please do not send any game returns directly to Activision without first contacting Customer Support. It is our policy that game returns/refunds must be dealt with by the retailer or online site where you purchased the product. Please see the Limited Warranty contained within our Software License Agreement for warranty replacements.

NOTES

NOTES



RIP UP THE STREETS...



the Official Strategy Guide from BradyGames shows you how!

- Expert Mission Strategy!
- · Hard-To-Find Shortcuts!
- Extremely Detailed City Maps!
- Bonus Missions Revealed!
- · Tips to Unlock Every Vehicle!



To purchase the BradyGames' WRECKLESS: The Yakuza Missions™ Official Strategy Guide, visit your local electronics, book, or software retailer. Also available online at bradygames.com.

ISBN: 0-7440-0192-7 UPC: 7-52073-00192-6

PRICE: \$14.99 US / \$21.99 CAN / £9.99 Net UK



e2001-2002 Bunkasha Publishing Co., Ltd. Portions e2002 Activision Publishing, Inc. Game Engine e2002 Traveller's Tales. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark, and Wreckless and Wreckless: The Yakuza Missions are trademarks of Activision, Inc. and its affiliates. All rights reserved. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks and trade names are the property of their respective owners.

SOFTWARE LICENSE AGREEMENT

USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY DIFFICE MATERIALS, AND ANY ON-LINE OF ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program sollely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, arthority, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NO

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer garning center
 or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole
 or in part.
- · Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- · Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 30 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision nate retains the night to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty stall most be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, TITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR DOLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product disk(s) only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$20 U.S. currency per disc replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067.

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLIDING DAMAGES TO PROPERTY, LOSS OF
GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL
INLURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL
NOT EXCEED THE ACTULA PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW
LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL
OR CONSCOURTIAL DAMAGES. SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY AND TAPPLY
TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDECTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software". Use, duplication or disclosure by the U.S. Government or a U.S. Government or a U.S. Government or a U.S. Government or a U.S. Government or subject to the restrictions set forth in subparagraph (c)(1) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/ Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such that is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal counts in Los Angeles, California.

If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Atm. Business and Legal Affairs, legal@activision.com.





Available Now









